



DIGITAL PRESS

SPECIAL
JULY/AUG
1992

"The Scavengers of Videogaming"
published bi-monthly

SCAVENGER HUNT WINNER

Russ Perry Jr.

EDITOR'S BLURB by Joe Santulli

We have a winner! It took guts, determination, and no social life whatsoever (just kidding, Russ!) to be a serious contender in this, the first annual Digital Press Scavenger Hunt! Russ got his entry in just under the wire, as I was about to prepare this issue for second place entrant Al Backiel. Russ edged Al out by two items, missing only two of the nineteen items on the list!

It was a close race. Early entrants had ten or eleven items, and it looked for awhile that a tie-breaker would be needed. I figured that those who seriously wanted to win would give themselves the most time to come up with all of the items, and I was right. About two weeks before the deadline, Al Backiel submitted his 15 item entry and looked to be the winner until a certified package reached my doorstep on June 15th.

Russ missed only the Nintendo Cereal box and the Mario or Luigi doll, although he did give a creative (but rejected) effort by Xeroxing pictures of them from magazines. He even sent a Donkey Kong cereal box with his entry in place of the Nintendo brand. For those of you who missed issue 5 or don't remember the list, here were the items to find:

1. A game review in a magazine or fanzine where the reviewer gave the lowest possible score in any given category.
2. A cartridge label with a duck pictured on it.
3. A videogame magazine cover dated January 1985.
4. An advertisement for a game or peripheral that was never released.
5. A photograph of a game designer from a company other than Activision.
6. A recording of Pac-Man Fever on cassette.

7. A picture of a game screen with a castle on it.
8. A page from an instruction manual with at least two misspellings.
9. A page from a magazine with the wrong name attached to the picture of a videogame.
10. An arcade token.
11. A clipping from a television listing displaying the airing of either Pac-Man, Q*Bert, Donkey Kong, or Pole Position cartoons.
12. A classified ad where the owner is selling an Atari 2600 system.
13. The signature of game designer Carol Shaw.
14. Any game card from the 'Dragon's Lair' trading card set.
15. Any of the Activision patches awarded for high scores in their games.
16. A Nintendo cereal box.
17. An Atari Age product, not including the magazine itself.
18. A Golden Axe poster.
19. A Mario or Luigi doll of any size.

The rewards for winning the contest were An Intellivision II system with 12 games and a lifetime subscription to Digital Press. Of course, the best reward is the envy and admiration of gamers everywhere. I, for one, was very impressed. I'll have to make next year's "hunt" even tougher.

On the following pages I've reprinted Russ' entry with a brief commentary on each. I think you'll find them as entertaining as I did. Once again, congratulations Russ! Your prizes are on their way!

The Addams Family



By The Spam Weasel

If you survived "the great" Addams Family media blitz of 1991, bad news — we ain't out of the woods yet. This month, The Addams Family comes lurching your way on your NES.

In this mediocre, one-player jump and dodge cart, you're Gomez, pop of the Addams clan. Tully Alford, the family attorney, is the Addams' bucks and he's taken Morticia, Wednesday, and Lurch

scour. You need \$1,000,000 to eventually save Morticia. Occasionally you must solve a puzzle.

For instance, after you rescue Wednesday from the freezer, you'll have to thaw her out if you want her attic key. (Hint: The Furnace is nice and warm.)

The Addamses are a special family. Unfortunately, there's nothing special about this cart. It's a run-of-the-mill jump and dodge game with average graphics and a ho-hum challenge level. The music is the absolute worst

— an NES rendition of the Addams Family theme song that plays over and over and over and over.

Every once in a while you're reminded that the classics are sometimes the best. Glime a



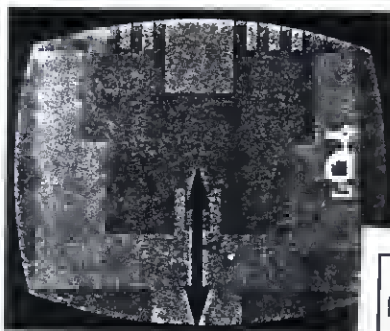
PRO TIP: There's \$100,000 in a secret room on the landing. Get under the first mirror (just past the two chairs), jump up, and press Up when you're in the air.

copy of Fester's Quest (Sunsoft 1989)! Ooky indeed!

GamePro's Game Rating System



The Addams Family by Ocean, available now, \$49.95 suggested retail price, 2 mags



Here's the picture of a game screen with a castle on it. You know, when I designed the contest, this is the very picture I had in my mind — from the *Adventure* instruction manual for the Atari 2600.

Russ submitted the Gamepro magazine review for *The Addams Family* by Nintendo as the "lowest possible score" entry. I'm sure all of the categories came close to being the lowest, but the "sound" rating hit rock bottom.

There was a wide scope of entries in the "game designer picture" category. Russ chose Alex Leavens, who designed *Gorf*, *Crazy Climber*, and *Stargunner*.



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January, 1985
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The 1985
Electronic Games
Design Awards

Everyone who entered this contest submitted the Electronic Games magazine cover dated January 1985. Since this was just after the video game shake-out of 1984, I didn't think it would be too easy to locate one of these. There I go thinking again.

Here was someone selling their Atari 2600 in the newspaper.

Garage/Rummage Sales

147

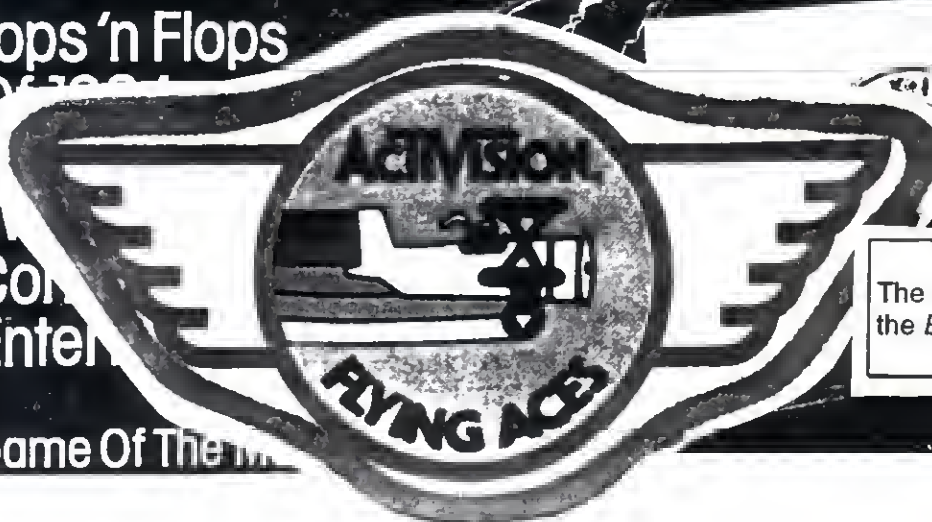
617 WEST 7TH AVENUE Rummage Sale Wed & Thu, 9 a.m. - 4 p.m., Commodore 16 Computer with disk drive & printer, Atari 2600 with games & accessories, furniture, books, clothes, games, lots more.

Tops 'n Flops

Of 1984

Video
Com
Ente

Game Of The Year



The Activision patch Russ chose was the *Barnstorming* "Flying Aces" patch.

Saturday

7:30 AM to 9:35 AM

(1) (11) (12) (13) SHIRT TALES
 —Cartoon

(5) (9) (12) LITTLE RASCALS/RICHIE
 RICH—Cartoon

(26) THAT TEEN SHOW

(CND) BIG STORY—Don Miller

(ESB) VIC'S VACANT LOT—Children

(MAX) MOVIE—Cartoon

"Galaxy Express." (90 min.)

(USA) CO-ED—Teen-agers

Included: rock-star photographer Bob
 Bruen; self-defense techniques; and
 the latest in T-shirts.

(WFO) WORLD TOMORROW WITH HER-
 BERT W. ARMSTRONG—Religion

7:35 (TBS) MOVIE—Drama (R)

"Strait-Jacket." (1964) Joan Crawford
 colorfully portrays a released ax-mur-
 derer. When she visits her daughter
 (Diana Baker) in the country, curious
 events occur—like ax murders. Bill:
 Leif Erickson. (2 hrs.)

8 AM (2) (3) (6) (7) (8) MEATBALLS &
 SPAGHETTI—Cartoon

(4) (11) (12) (13) SMURFS—Cartoon

(5) (9) (12) MONCHHICHIS—Cartoon
 Debut: The Monchhichis are lovable
 monkeylike creatures that live above
 the clouds in very tall trees, and
 whose happy lives are threatened only
 by the evil Grumplings that want to cap-
 ture and enslave them.

(6) ALBERT AND FRIENDS—Children
 (6) MISTER ROGERS' NEIGHBOR-

I guess Russ is a packrat. He had a TV
 Guide listing from September 10, 1983
 showing the *Pac-Man* cartoon aired at
 8:30 AM. So how did *Pac-Man* get
 those arms and legs, Russ?

(USA) YOU!—Magazine

(WFO) REX HUMBARO—Religion

8:10 (CND) HEALTHWEEK—Levine/Rutz

8:30 (2) (3) (6) (7) (8) BUGS

BUNNY/ROAD RUNNER—Cartoon

(5) (9) (12) PAC-MAN—Cartoon

(10) ELECTRIC COMPANY—Children

(26) LORNE GREENE'S NEW

WILDERNESS

(500) GREAT SPACE COASTER

—Children

(CND) MONEYWEEK—Lou Dobbs

(USA) ALIVE & WELL!

(WFO) ISSUES UNLIMITED

A-20 TV GUIDE

SEPTEMBER 10, 1983

PAY-MOVIE DETAILS BEGIN ON A-10

SPECIAL PROGRAMMING NOTE

Next Saturday, CBS and NBC begin
 their new schedule of children's pro-

A card from the *Dragon's Lair* trading
 set. There were cards and stickers in
 this set. The cards were games in
 themselves in that you had to "rub off"
 the correct path to the exit. One of the
 finest non-sports card sets ever
 produced.

"The Boy from Oklahoma." (1954)
 Slight yarn about a drifter (Will
 Rogers Jr.) who aids a gangridden
 town, armed only with lariat and
 prayer. Katie: Nancy Olson. Wally:
 Wallace Ford. (90 min.)

(CND) NEWS

(ESB) NFL GAME OF THE WEEK

(HBO) INSIDE THE NFL

(MAX) MOVIE—Comedy

"They All Laughed." (1 hr., 55 min.)

(SBO) MOVIE—Musical

"The Boy Friend." (1 hr., 50 min.)

(USA) M

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(CND) S

(ESB) II

(WFO) A

9:35 (TBS) M

"Expe

Edward



10:1
 10:3

(26)
 (500)

ENTERTAINMENT SYSTEM

This was probably the easiest one on
 the list to find. I think everybody has
 this cartridge! And there's the duck on
 the label.



"Sensation It's James

"The action was
feel just like the

Russ submitted several entries under the category of "games or peripherals never released", including this one for Parker Brothers' *James Bond Octopussy*. Russ notes that the game was never released but was partially completed and aired on television as well.

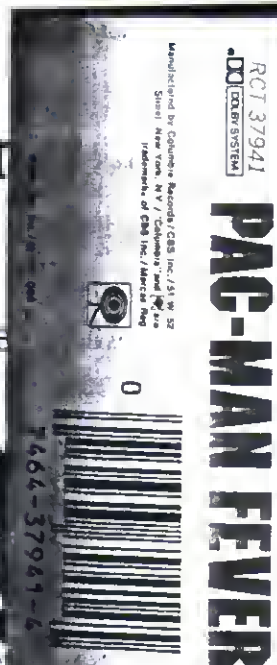
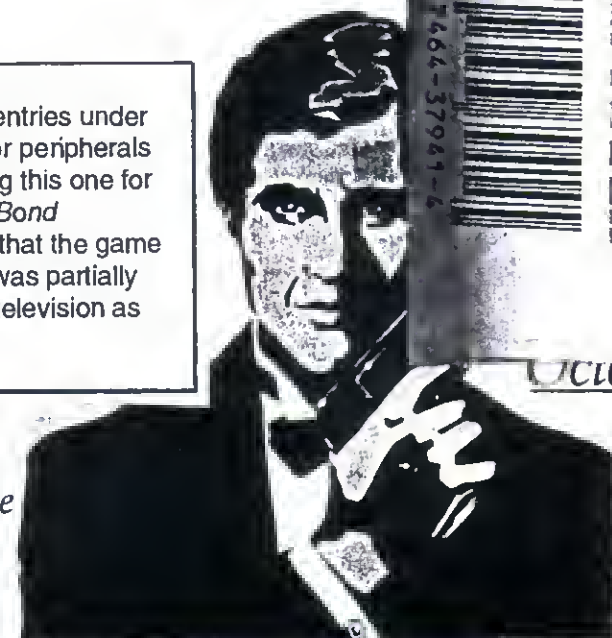
The thrills are
non-stop."

—The Rolling Pebble

"The longer
the game went
on, the more
furious the
chase
became..."

"When Bond
leaped from train
to train, my heart
skipped a beat."

—Boston Orb

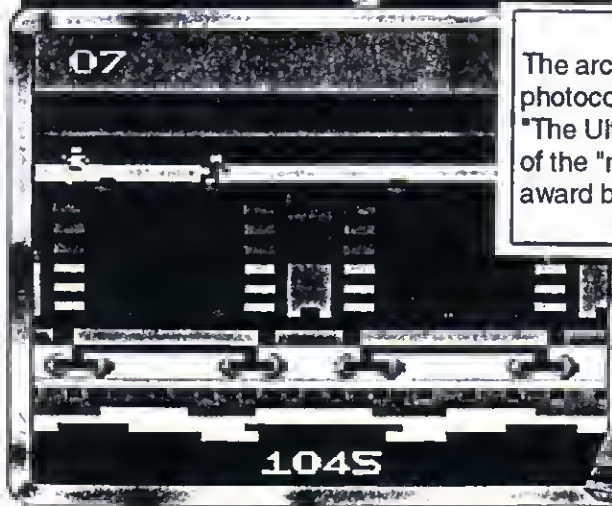


PAC-MAN FEVER

Ah, the *Pac-Man Fever* cassette. Hey, it has a good beat and I can dance to it. Is any gamer's collection of memorabilia complete without it? Chock full of classic hits from other games as well - *Frogger*, *Defender*, and *Mouse Trap* among the more forgettable of these.

priceless gem."

—Vincent Can'tbe



The arcade token, which, if it didn't photocopy well, is from *Aladdin's Castle*, "The Ultimate Party Place". Also winner of the "most pretentious arcade token" award by Digital Press.



For your Atari 2600 Video Computer System™ and the Sears Video Arcade.™ Coming soon for Intellivision.®

PARKER BROTHERS

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WATERWORLD

HOW TO BECOME

Tips from Carol Shaw



Carol Shaw is a game designer, but she's also a fan of the magazine.

"The River is a challenge and you'll not find it until you plan before you enter."

"By knowing the river, pinpointing the enemy, and the most fuel depot. Since the river is in sections, it's a flight of ideas."

"Fuel is also a critical factor. Concentrate on flying to the right object."

"When you become really skilled, you can get right in the middle of refueling. It's some fuel at the same time."

"Finally, remember that your main target is most points. And, please, drop me a note. I'd really like to hear from you!"

Carol B. Shaw

Atari Age was a great magazine for fans. Besides a few decent games offered exclusively to their readers, T-Shirts, like the *Waterworld* style Russ entered were available.

Russ noted that we spelled "Carole Shaw" incorrectly when asking for her autograph as an entry. We stand corrected.

"Wrong name attached to the picture of a videogame" is still exceptionally common in today's magazines. Russ had a lot to choose from and selected his favorite game, *Bump n Jump*, wrongly displayed as *Desert Race*. The ignorant fools!

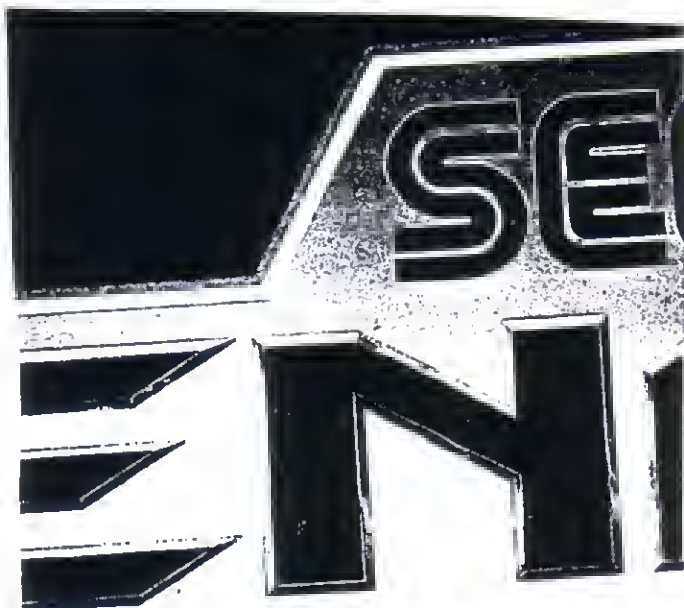
is Leprechaun with its gorgeous forest locale. An Irish little Irish elf pursues the arcade's surrogate all around the playfield while the game must uncover his pot of gold. The cabinets stand 47 in



DESERT RACE



and weigh only 110 lbs. The brochure puts it: "Little ones for Little People." Thankfully, Intrepid had sufficient respect for its young audience to create interesting games to fit inside.



Game: SPACE MONSTER

-Description-

1- Game reset: The flyers will be shown on the top of your TV-screen. The two figures which are shown on the button side on your TV-screen contents as follows:

Left figure : For game selection

Right figure : The figure 6 contents - the player will get 6 firebases

Game - 0 - for bird

Game - 1 - for turtle

Game - 2 - for spider

Push the controller to forward position and the firebase will appear on your TV-screen.

2- The flyers will bombing the firebase, you have to move the controller to avoid that the firebase will be hitten. Push on the action bottom "FIRE" to enable you to destroy the flyers.

3- If all the flyers had been destroyed the next round is appearing on your screen automatically.

4- The coring by each hit:

The steady flyers at upperside on TV-screen	(small)	3 points
1st round flyer	(big)	10 points
2nd round flyer	"	20 points
3rd round flyer	"	40 points
4th round flyer	"	50 points
5th round flyer	"	60 points
6th round flyer	"	70 points
7th round flyer	"	80 points
8th round flyer	"	90 points
9th round flyer	"	99 points

Upon the 9th round the flyers which you will destroy gives a score of 99 points.

5- The flyers speed will chenge automatically as soon as you reach the next round.

6- Every time when your score exceeds 1000points the player will receive automatically 1 firebase in addition up to maximum of 9 firebases.

7- If the player select on the cartridge to difficulty -A- the firebase will enlarge, which automatically means the that the firebase will be more difficult to defent against the attacks. Concluding the player has to be very professional.

8- The flyers have verious ways of attacking. They will disappear from one side of the TV-screen and will surprise you from atteccking from the other side.

9- Panel Button:

TV-Type ON : Colour
 OFF: B/W

Difficulty A : Hard
 B : Easy

K-TEL INTERNATIONAL

November, 1982

Russ had a hard time coming up with a *Golden Axe* poster, but had one that was "close enough". This Sega poster certainly featured Ax Battler from that game.

One of my favorite entries, the "two misspelling or more" instruction manual. *Space Monster* is a European game with a somewhat English manual. Actually, this could have made a "seven misspelling or more" bid. See for yourself.

but two of the games of yesteryear covered in this very attractive, well-written issue which Adkins bills as his "Special Summer Edition." The editor contributes a "20 years ago" retrospective on Atari, and there's a column on cartridge collecting.

Classic Systems isn't a pure nostalgia trip, though. Each gives solid information, like the detailed explanation of the difficulty levels included in the **Track 'n' Field** piece.

Despite a few unnecessary "pseudo-pro" trappings, **Classic Systems** is an appealing publication. It's especially recommended for those who own and still admire those old gaming machines.

Digital Press #6 & #7

Edited by Joe Santulli

29 Cupsaw Ave.

Ringwood, NJ 07456-2818

Bimonthly, \$1.25 per issue

24 and 8 pages, respectively

Two issues of this fine video game fanzine are at hand. The larger one celebrates completion of a year of publication, while #7 reports the results of the DP scavenger hunt, in which Santulli challenged readers to find such items as a game magazine cover dated January 1985 and a classified ad trying to sell an Atari 2600. Reader Russ Perry won.

The usual content of **Digital Press** balances well-researched articles about old systems with news and reviews of 16-bit games. Santulli's writing style is relaxed, personable, and lucid, but the fanzine itself could use a dose of informality. The subscription ad on the inside back cover adds nothing to the zine and burns up a page that could have been used for something better.

My favorite piece in #6 is Santulli's study of oddball video games which includes his choices for the ten strangest titles of all time. All pieces are well-illustrated by cartoon artwork and black and white photos.

Santulli's abilities as a writer and editor seem to grow with each new issue of **Digital Press**. Fanzine connoisseurs don't want to miss future issues, because I've got a strong feeling that the best is yet to come from Mr. Santulli.

Zap! #4

Edited by Scott Weller

134 Ten Rod Rd.

Exeter, RI 02822.

Quarterly, \$4.75/four issues

16 pages

Reviews of current computer and video games are the main course in this tasty fanzine. A solid editorial, a letter column, strategy section, two Craig Engler articles on virtual reality games, and a news column round out a very good issue.

Weller displays a little artistic talent with a decent cover cartoon and visually pleasing layout and graphics. Some might find the body text type a little overpowering, but fanzine editors should feel free to display their individual preference in this manner.

Weller and the other reviewers describe games well, but the analysis isn't quite as good. They tend to rate most games either very high or very low, whereas the majority of titles fall into the middle. That notwithstanding, **Zap!** is definitely a fanzine on the rise, well worth a try.

Super NES Gamer #4

Edited by Eric Longdin

19 Vermont St.

Methuen, MA 01844

Bimonthly, \$1 per issue, 19 pages

Fans of Nintendo's 16-bit system will appreciate the reviews, previews and hints in this highly enthusiastic video game fanzine. **Zelda 3** is the lead review, but there is also material on **Addams Family**, **Super Tennis**, and other recent carts. A rundown of the Super Scope 6 should help gamers decide whether to buy one for their own collections.

Super NES Gamer #4 is quite legible and neat, but Longdin will want to upgrade the zine's appearance in the future. Printing on both sides of the page, tighter proofreading, and slicker headlines would all improve the presentation.

Attention fanzine editors:

If you want your fanzine reviewed in **Electronic Games**, send your zine to:
Fandom Central

Arnie Katz

330 S. Decatur, Suite 1S2

Las Vegas, NV 89107

Join the Jury

**Review a game and win games
in EG's monthly contest!**

Each month, **Electronic Games'** critics review dozens of new releases. They do a great job, but a lot of our readers are knowledgeable and perceptive about the games, too. So for the first time in any gaming magazine, we're starting a monthly contest that will let you strut your stuff. We'll pick two games each month, one computer and one video, and challenge gamers to review them. Then, in "The Jury", EG will print the best ones. If we print your review, you will win a video or computer game of your choice! (Any system except Neo Geo.)

The rules are simple:

1. All reviews must be of the selected games.
2. Entrants can submit only one review of each game.
3. All submission become the property of **EG**.
4. Reviews should be 200 words or less, typed double-spaced.
5. The month's two best reviews (one in each division), as determined by **EG** editors, earn the writers a video or computer game of their choice. (Sorry, no Neo Geo carts.)
6. The contest is open to anyone who has not sold professionally to **EG** within the previous 12 months (exclusive of this contest).

Games for Contest #2:

Super Action Football (video game/Super NES)

Kyrandia (computer game)

Deadline for this month's contest:

November 1, 1992

Send entries to:

The Jury

330 S. Decatur, Suite 1S2

Las Vegas, NV 89107